

Update on the MAD-X simulations for steady-state-loss (white noise) QT

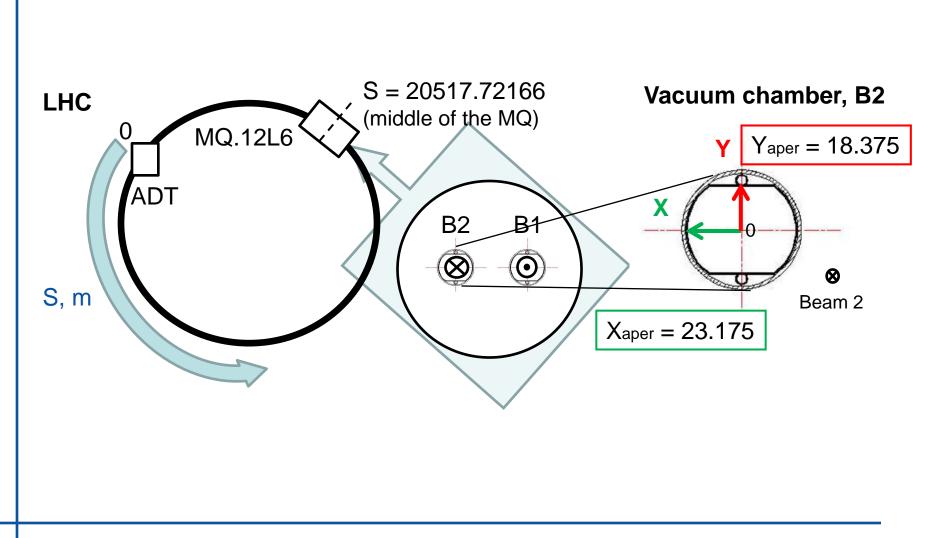
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Coordinate system





Motivation

- Steady-state-loss quench test aimed to reproduce the quench limits for continuous losses
- Knowing the quench limits will allow validating the simulation codes (QP3 etc.).
- BLM thresholds should be increased to avoid undesirable beam dumps.



Experiment

Injecting 24 bunches to the LHC

Ramping to the nominal energy

Calibration of the beam-distance to aperture:

Increasing 3-corr. orbit bump until losses occur, then reducing the bump

Choosing the bunch:

Gating the ADT on 8 bunches (bunch spacing 1250 ns, therefore ADT could distinguish separate bunches)

Excitation of the bunch:

Blowing up the gated bunches in the horizontal plane



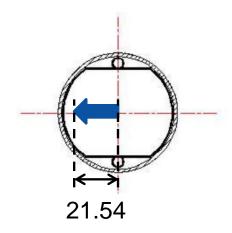
Simulations

Simulation parameters:

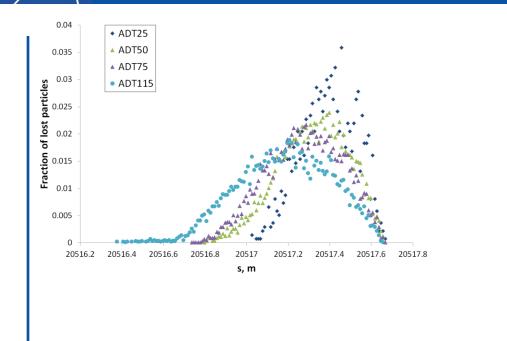
1 bunch at the LHC. Injection optics: β^* are <u>11/10/11/10</u>, Energy 4 TeV. Beam profile – from BWS measurements.

3-corr. orbit bump with an offset $4.3\sigma_{nom}\,$ from the beam screen (~21.54 mm from the centre of the BS)

ADT excitation (random kick)



Dependence on ADT kick strength

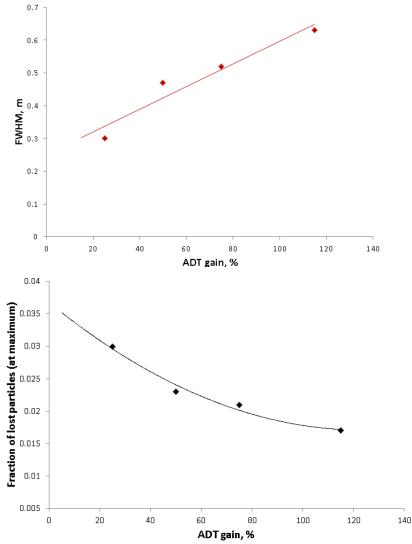


Decrease of ADT kick strength leads to

compressing of longitudinal distribution

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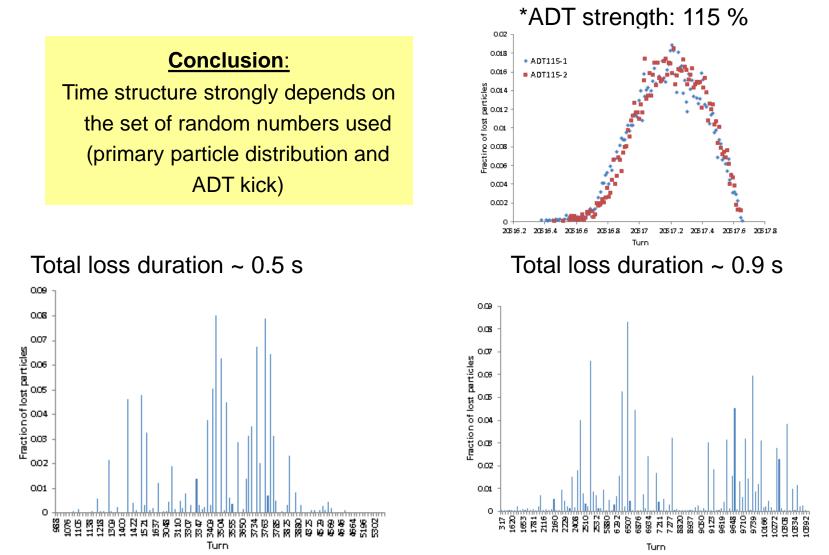
Conclusion:



Steady-State-Loss (White Noise) Quench Test

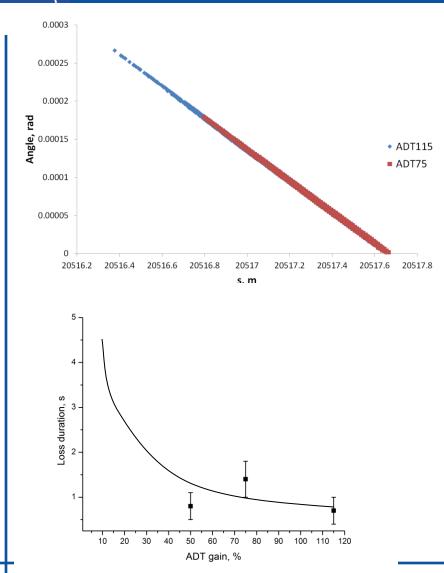


Dependence of time structure



Steady-State-Loss (White Noise) Quench Test

Dependency of impact angle and loss duration



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Conclusion:

 Impact angle depends only on magnetic field and not on excitation scenario.

Conclusion:

Further simulations with lower ADT strength required



Conclusions

- Decrease of ADT kick strength leads to compressing of longitudinal distribution.
- Impact angle depends only on magnetic field and not on excitation scenario.
- Time structure strongly depends on the set of random numbers used.
- Further simulations with lower ADT strength required.